



Faceless Stalker

This hairless, leathery biped has a face dominated by grotesque and unsettling whorls and slits instead of actual features.

Ugothol. Ugothols (as faceless stalkers call themselves) are one of the many tools created and then discarded by the aboleths in their long war against the surface dwellers. Scorned by their former masters when the scheme for which they were designed unravelled, the faceless stalkers fled into swamps, marshes, or any other dark, wet places they could find—the closest they could come to the aquatic cities they once considered home.

Horrible Transfiguration. Originally designed to serve as spies that could walk uncontested among the air-breathing races, faceless stalkers adopt new forms by reshaping their skin and contorting their rubbery bodies. This painful process takes approximately 10 uninterrupted minutes and is not something the Ugothol enjoys doing. An Ugothol typically seeks a private place to transform, avoiding even others of its own kind. As much as warping themselves into another shape is unpleasant, the sensation of returning to its true form is quite exhilarating and results in a momentary burst of euphoria for the Ugothol.

Unique Diets. Faceless stalkers cannot digest solid food even when in the form of a creature with a mouth. Instead, they subsist on liquids, including blood. In their natural form, they have three hollow tongues which they use to penetrate and lap blood from their victims. Most Ugothol wait until a victim is helpless or asleep before attempting to drink its blood since this imposes the lowest risk.

Faceless Stalker

Medium Aberration (Shapechanger), Typically Neutral Evil

Armour Class - 16 (natural armor)

Hit Points - 68 (8d8 + 32)

Speed - 30 ft.

STR 18 (+4)

DEX 18 (+4)

CON 18 (+4)

INT 13 (+1)

WIS 15 (+2)

CHA 16 (+3)

Skills Deception +8, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages All

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Traits

Blood Drain.

At the end of the faceless stalker's turn, if it is grappling a creature with blood, that creature takes 9 (2d8) necrotic damage. This damage reduces the target's maximum HP by the amount dealt until the target takes a long rest.

Change Shape.

A faceless stalker can assume the form of a Medium humanoid. This new form can mimic a creature it has seen, or it can simply be made up of features it chooses. 10 uninterrupted minutes are required to alter its body. While mimicking the form of another creature, it has advantage on deception checks to pass itself off as that creature. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it is finished. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It can change back to its true form using a bonus action. When it changes back to its true form it has advantage on attack rolls, skill checks, and saving throws for 1 minute.

Compressed.

While in its natural form, the faceless stalker can move through a space as narrow as 1 inch wide without squeezing.

Faceless.

While in its natural form, the faceless stalker has no discernable facial features. This grants it advantage on saving throws to resist being blinded, deafened, and against any gaze attacks that rely on the stalker's sight.

Sneak Attack (1/Turn).

The faceless stalker deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of it that isn't incapacitated and it doesn't have disadvantage on the attack roll.

Actions

Multiattack.

The faceless stalker makes two melee attacks.

Rapier.

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.

Hit: 8 (1d8 + 4) piercing damage.

Slam (True Form Only).

Melee Weapon Attack: +6 to hit, reach 10 ft., one creature.

Hit: 7 (1d6 + 4) bludgeoning damage and the target is grappled.

